

# SHARP®

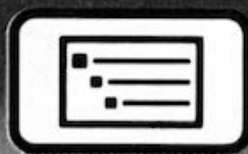
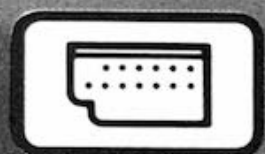
## Organizer Hatris

MODEL  
MODELL  
MODELE  
MODELO  
MODELLO

# IQ-8A01

OPERATION MANUAL  
MODE D'EMPLOI  
MANUALE DI ISTRUZIONI

BEDIENUNGSANLEITUNG  
MANUAL DE MANEJO



# INTRODUCTION

Congratulations on purchasing the Organizer Hatris. Please read this operation manual carefully to familiarize yourself with all of the features of the Organizer Hatris and to ensure years of reliable operation. Also, make it a point to keep this operation manual on hand for future reference.

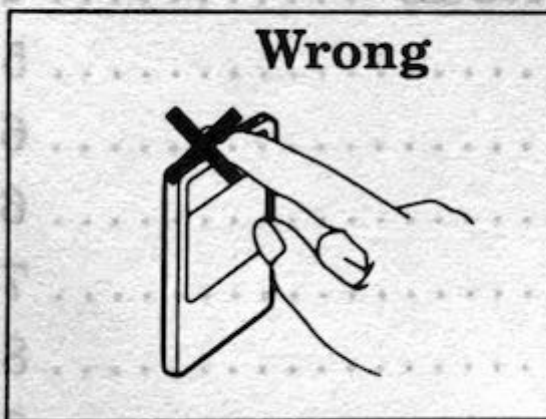
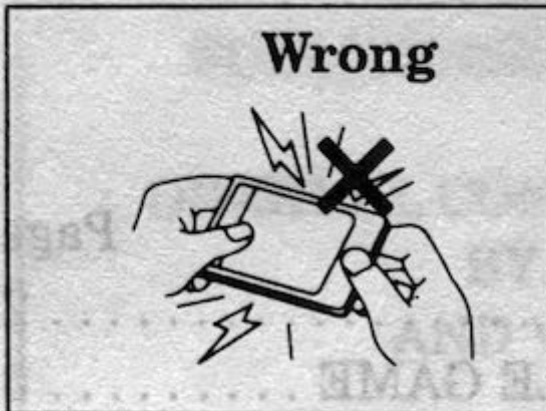
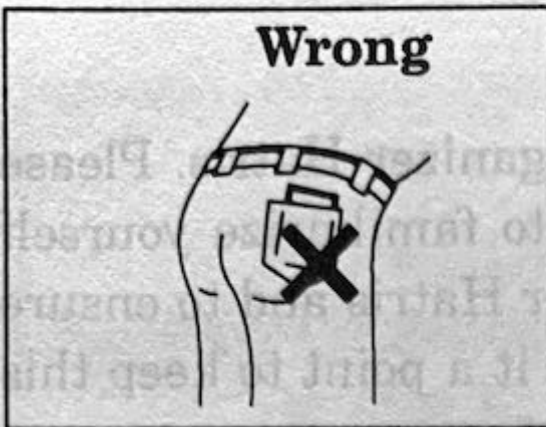
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# PRECAUTIONS

ENGLISH



- Do not carry the card in the back pocket of slacks or trousers. This may bend the card and damage it.
- Do not bend or twist the card. Such mistreatment may make it impossible to insert the card into the Organizer, or it may cause the card to malfunction.
- Never touch the terminals of the card — this may damage the card with static electricity or cause other problems. Also, never allow liquids or materials to touch the card as they may cause it to malfunction.
- Do not press the transparent keys with fingernails, a hard or sharp object, or with extreme pressure. This may cause damage.

## Note:

Make sure to turn the power off by pressing **OFF** before installing or removing the IC card. If not, any key other than the RESET switch will not function and data stored in memory may be lost.

# HATRIS — A FUN AND EASY PUZZLE GAME

Hatris is a puzzle game which everyone from children to adults can enjoy playing. The object of the game is to consecutively stack five hats of the same type from among the six types of hats which fall in pairs from the top of the screen.

When five hats of the same type are stacked, they are erased from the playing field and become points. When this operation has been repeated 25 times, one stage is completed and the sale stage will begin. In the sale stage, you can erase the obstructing hats and then move on to the next stage.

The pairs of hats will fall randomly from the top of the screen, and as the stage progresses, the speed at which they fall will gradually increase and the types of hats falling will also increase, making it more difficult to stack them correctly. Thus, playing the game successfully requires good judgement and quick reflexes.

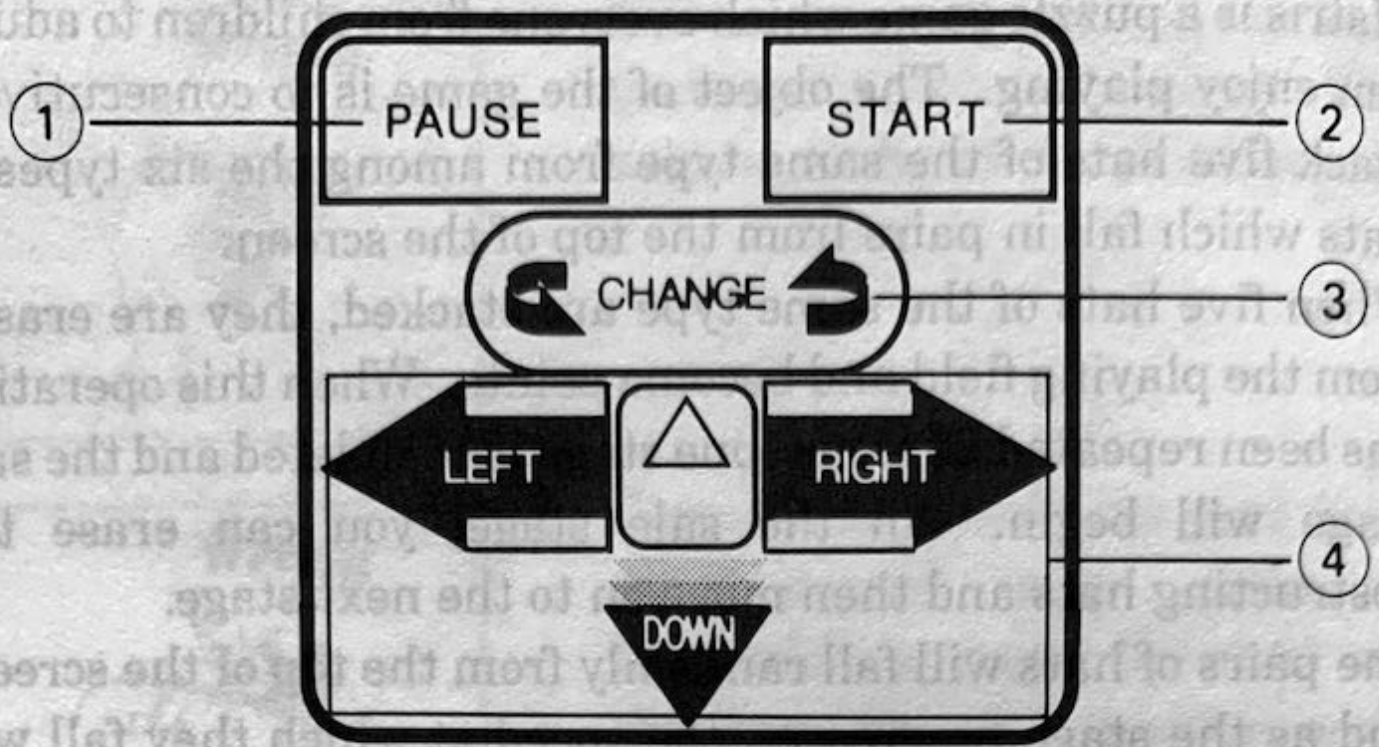
The game will end when a stack of hats reaches the top of the screen. Start a new game and test your skill once again.

The game difficulty can be selected from among 6 shop (handicap at the start of the game) levels and 10 stage (speed) levels.

**Note:** This IC card is for use only with a Sharp 8000 series Electronic Organizer.



# NAMES AND FUNCTIONS OF CONTROLS



① **PAUSE** key

Temporarily interrupts the game while play is in progress. Play is resumed when the key is pressed once again or the **START** key is pressed.

② **START** key

When pressed during the title screen, the game menu screen will be displayed. When pressed during the game menu screen, the game will start.

③ **↵ CHANGE ↵** key


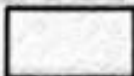
When pressed during the game menu screen, changes between the shop and stage settings. When pressed during the game screen, the pair of falling hats will be interchanged left and right.

④ **←**, **→**, **△**, and **▼** keys

When pressed during the game menu screen, selects the levels of shop and stage. When pressed during the game screen, the **←** and **→** keys move the hats left and right, and the **▼** key drops the hats.





**Keys in this operation manual are described as follows.**

The keys are described as  for the card and  for the Electronic Organizer.

**Example:**

 ,  for card keys

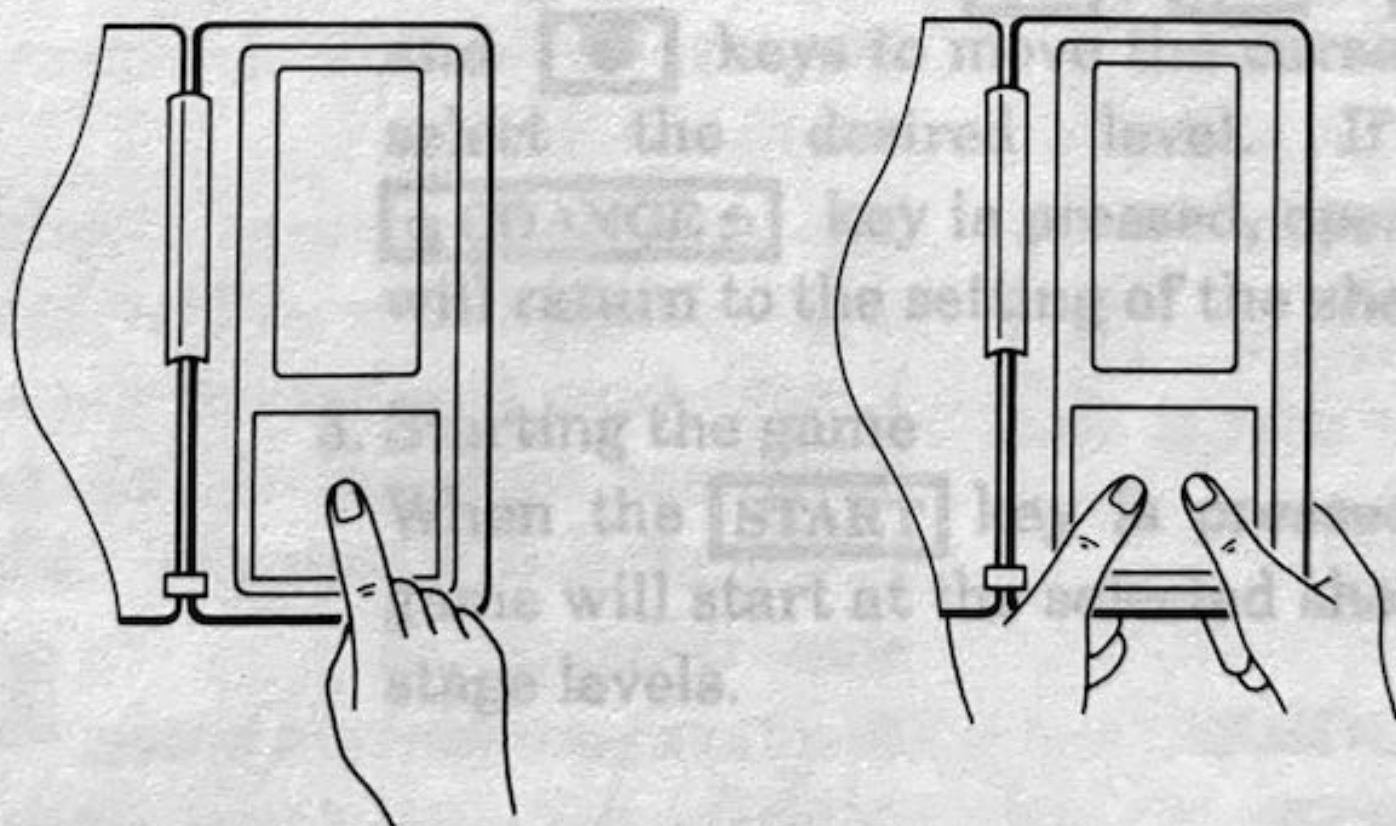
 ,  for Organizer keys.

## USING THE CARD

1. The card should be inserted as directed in the operation manual for the Organizer.
2. Turn on the Organizer.

If nothing is displayed when the power is turned on, this probably means that the card has not been inserted properly. Check that the card is locked in properly.

The Organizer Hatris uses the screen lengthwise. With the Organizer open, turn it so that the side with the card is towards you.



### AUTO POWER OFF function

In order to conserve the batteries, if the game is not started within six minutes after the title screen is displayed, or resumed within six minutes when paused during play, the power will be turned off automatically.



# PLAYING INSTRUCTIONS

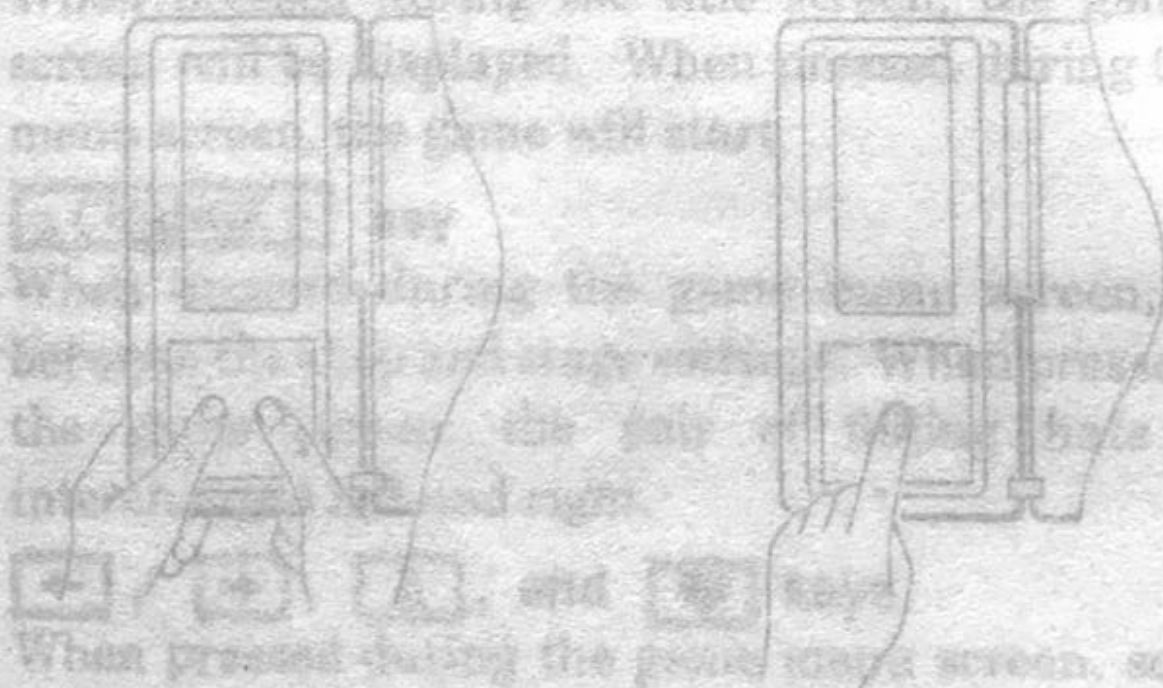


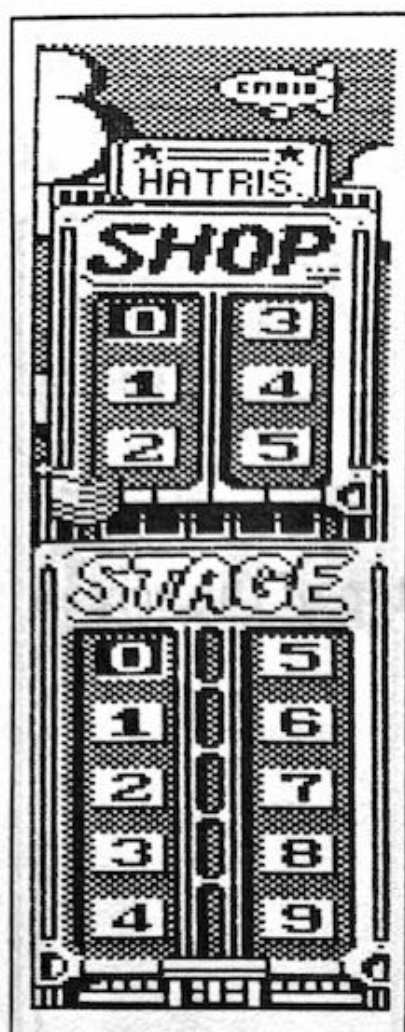
## Title screen

When the card is first inserted and the power is switched on, normally the card will be automatically selected. (The card opening screen will appear.)

If you wish to select the Electronic Organizer functions, press any of the function selection keys other than **CARD**. To subsequently re-select the card, press **CARD**.

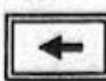
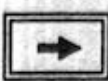
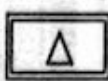


## Title screen





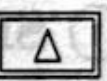




## Game menu


### 1. Setting of the shop

This is the setting of your handicap at the start of the game. There are six levels, 0 through 5. The higher the level, the larger the number of obstructing hats at the start of the game. Press the , , , and  keys to move the cursor and select the desired level. When the  key is pressed, operation will change to the setting of the stage.

### 2. Setting of the stage

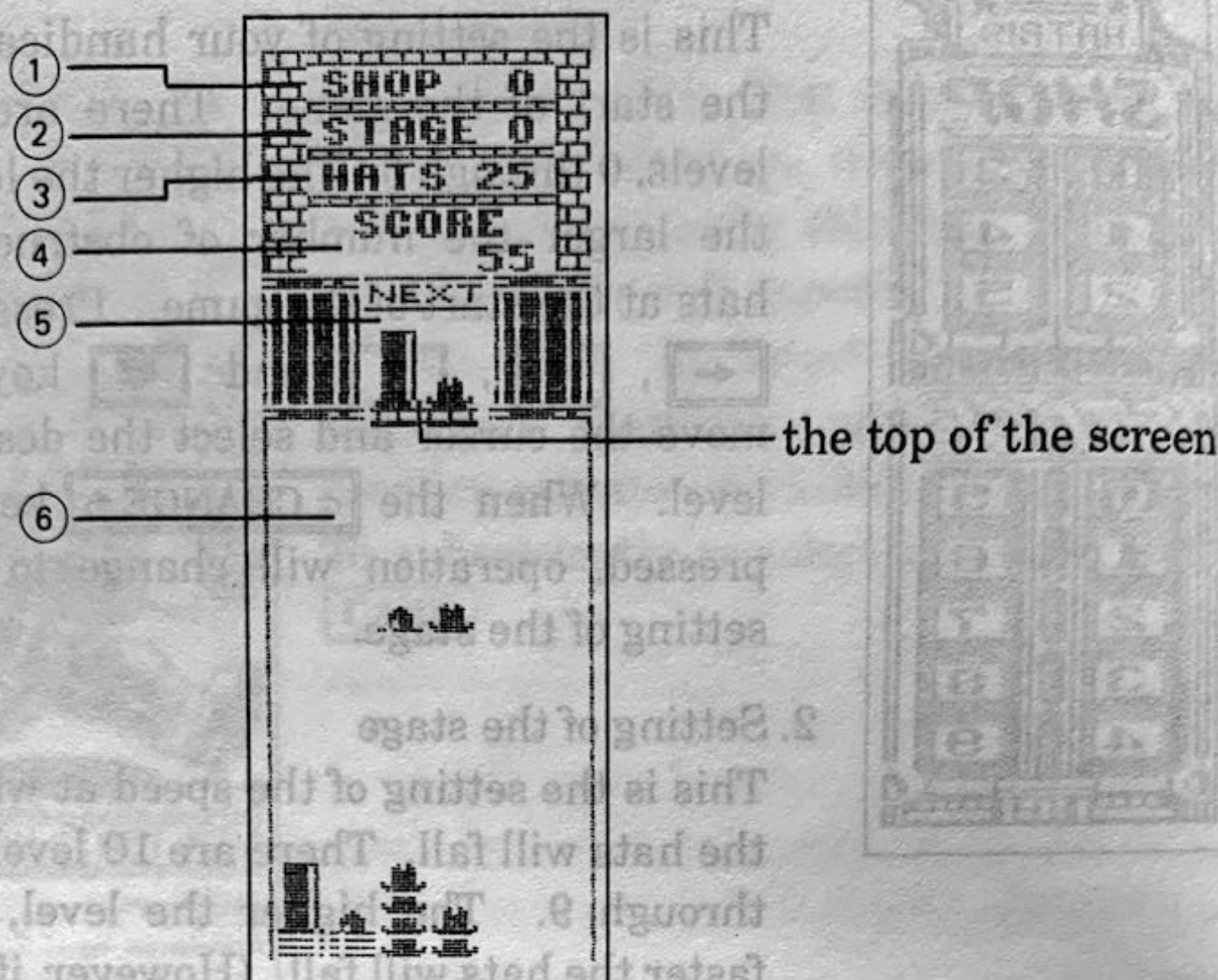
This is the setting of the speed at which the hats will fall. There are 10 levels, 0 through 9. The higher the level, the faster the hats will fall. (However, if the shop level is set to 0, the speed will not change.) Press the , , , and  keys to move the cursor and select the desired level. If the  key is pressed, operation will return to the setting of the shop.

### 3. Starting the game

When the  key is pressed, the game will start at the selected shop and stage levels.



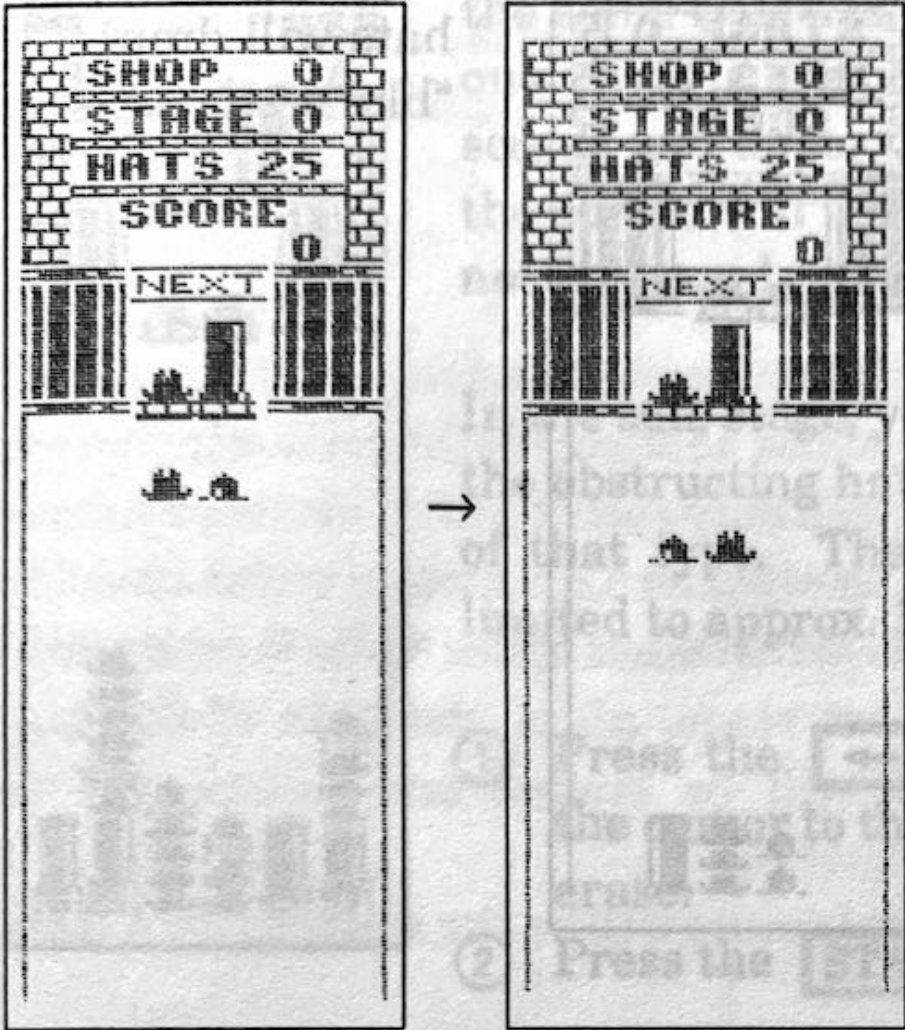
# Game screen



- ① **SHOP:** Displays your current handicap level.
- ② **STAGE:** Displays the level for the speed at which the hats fall.
- ③ **HATS:** The number remaining to complete the stage. The number will be decreased by 1, each time five hats of the same type have been consecutively stacked. When this operation is repeated 25 times, the stage is completed.
- ④ **SCORE:** Displays your current score.
- ⑤ **NEXT:** Displays the pair of hats which will fall next.
- ⑥ **Playing field:** This is the screen on which the game is actually played. Each pair of hats will fall from the top of the screen.

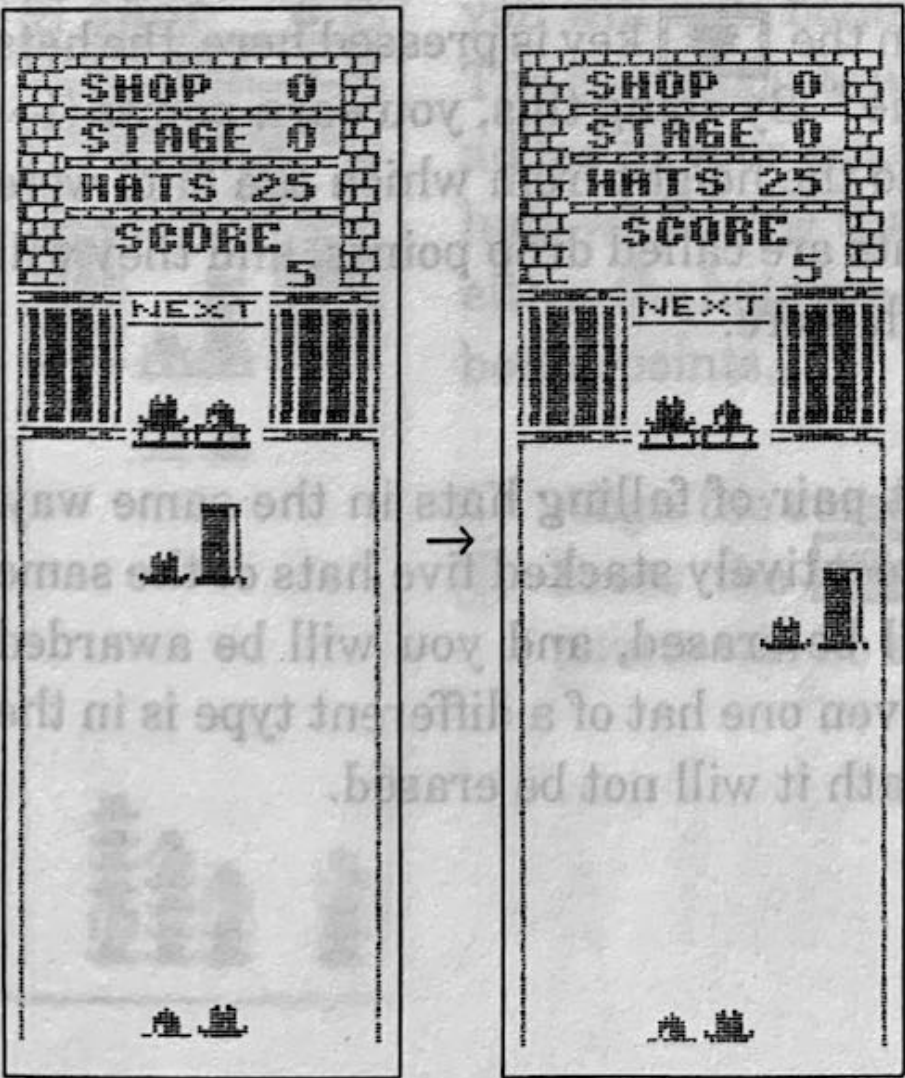
# Operation of the controls

## 1. Interchanging the hats left and right



Press the **CHANGE** key.  
The positions of the hats will be interchanged left and right.

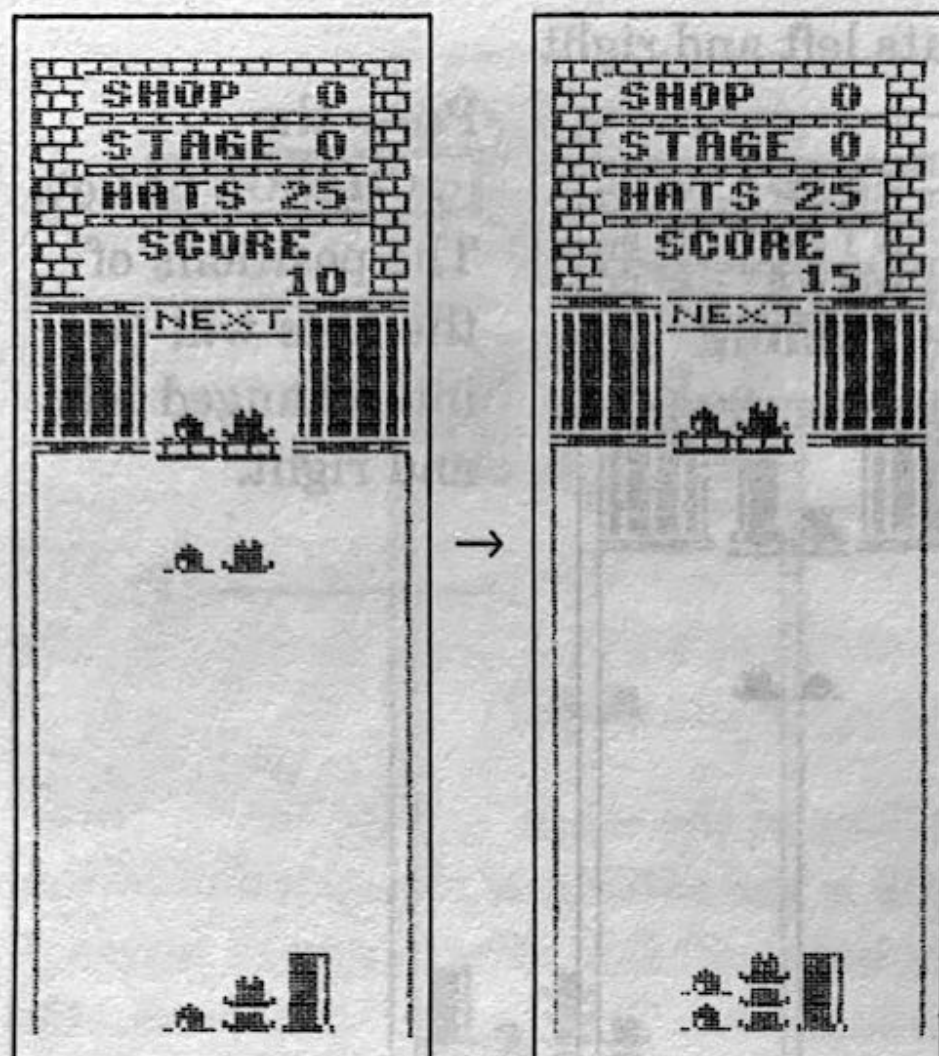
## 2. Moving the hats




**←** : Moves the pair of hats to the left.  
**→** : Moves the pair of hats to the right.




### 3. Dropping the hats



Press the  key. The pair of hats will drop “like a stone.”

- **Drop points**

Although the hats will gradually fall without the player doing anything, when the  key is pressed here, the hats will drop “like a stone.” By doing this, you earn points (1 ~ 8 points) according to the height from which the hats were dropped. These points are called drop points, and they will help you to get a high score.

### 4. Repeat

Manipulate the next pair of falling hats in the same way. When you have consecutively stacked five hats of the same type, those hats will be erased, and you will be awarded points for them. If even one hat of a different type is in the stack, the hats beneath it will not be erased.

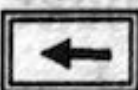
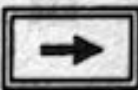



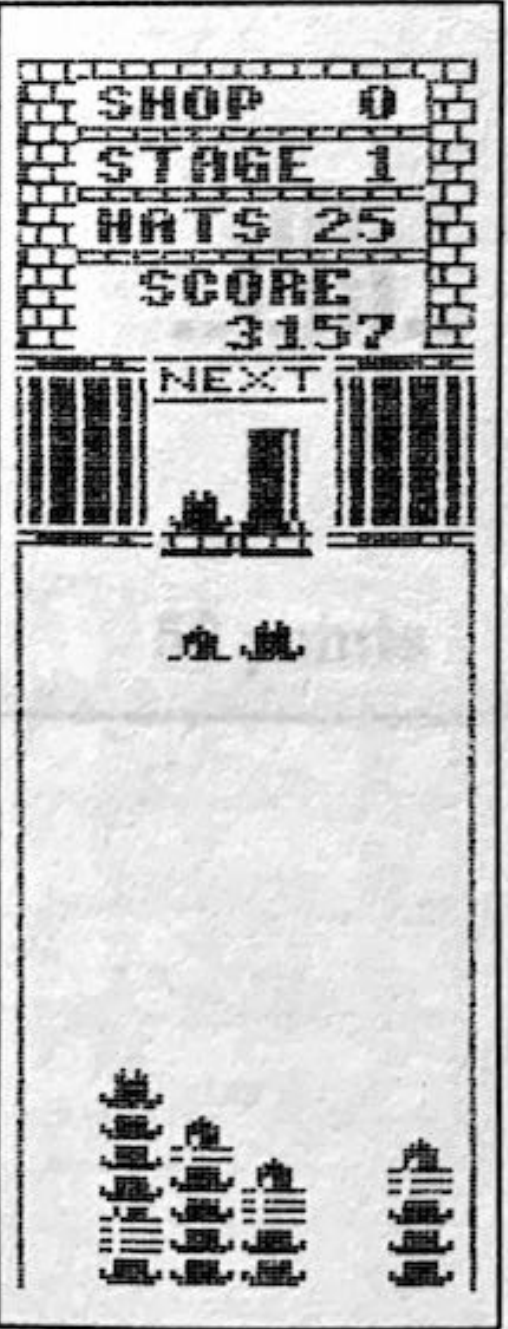
# Sale stage




When the operation of stacking five hats of the same type has been repeated 25 times, one stage is completed and the sale stage screen will appear. (However, the hats on the screen will remain where they are and not be erased.)

In the sale stage, you can select one type of the obstructing hats and erase all the hats of that type. The time for doing this is limited to approx. 13 seconds.

- ① Press the  or  key to move the cursor to the type of hat you wish to erase.
- ② Press the  key.



If you choose not to erase any of the hats, you will earn bonus points. The bonus points will also be automatically added to your score if you do not erase the hats within the time limit. (In other words, either the hats are erased or you receive the bonus points.)

- ① Align the cursor with "PASS".
- ② Press the  key. (The bonus points will be added to your score.)



- **How bonus points are calculated**

The higher the shop level and the stage level, the more bonus points you will earn.

Bonus points = (shop level + 1 + stage level + 1) × 1000

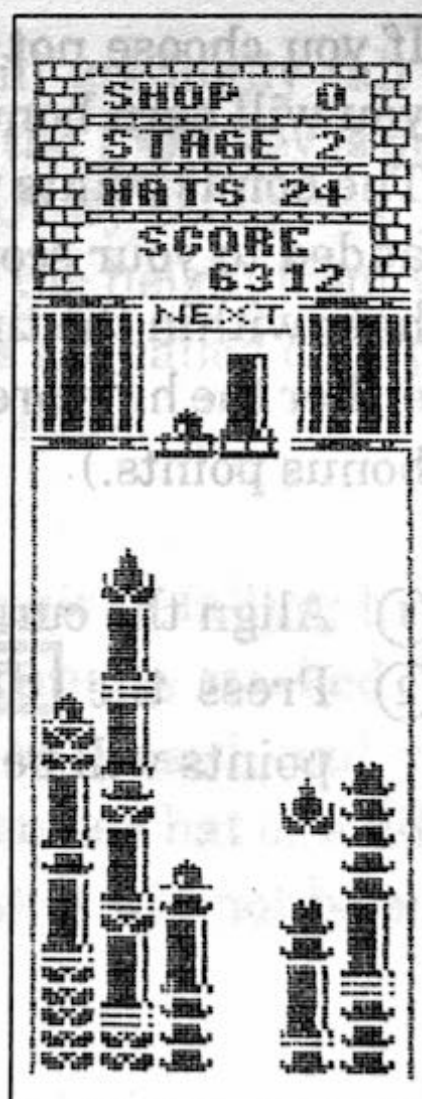
**Example:** When you have just completed shop level 3 and stage level 2

$$(3 + 1 + 2 + 1) \times 1000 = 7000 \text{ points}$$

- **If five or more hats become stacked**

When a hat is erased in the sale stage, the hats which were above it will fall, and this may result in five or more hats of the same type becoming stacked. However, in this case the hats will not be erased. When a hat of the same type is added to the stack in the next stage, all of the hats of the type consecutively stacked will be erased and points will be awarded.

(However, the number of points will be the same as for a stack of five hats.)





- **Hats which have been erased once**

A hat type which has been erased once in the sale stage cannot be erased again in a subsequent sale stage for the same shop level. However, when the shop level increases, it will be possible to erase the same hat type once again.

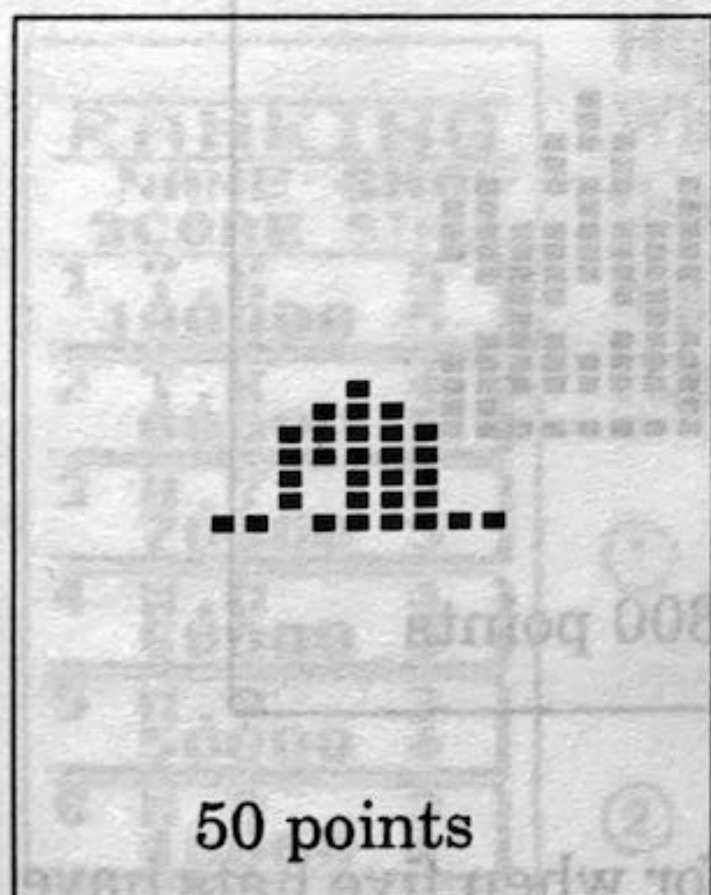
(When stage level 9 is completed, the COFFEE BREAK screen will appear, and the shop level will be increased.)

## **Types of hats which appear in Hatris**

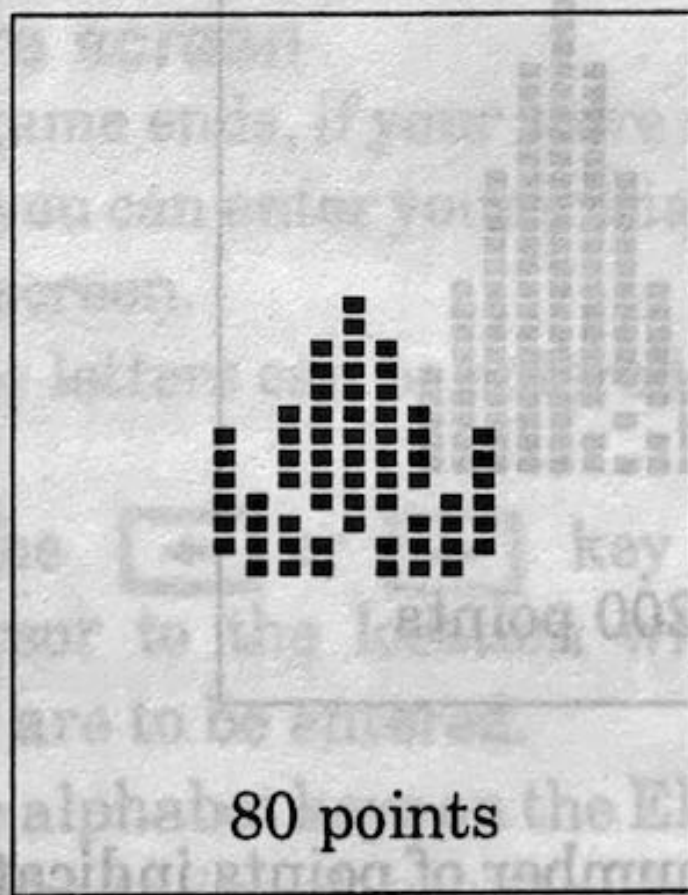
Three types of hats will appear in stage level 0, four types in stage levels 1 and 2, five types in stage levels 3, 4, and 5, and six types in stage levels 6 and higher.

(The number of hat types which appear is not related to the shop level.)

### **① Derby hat**

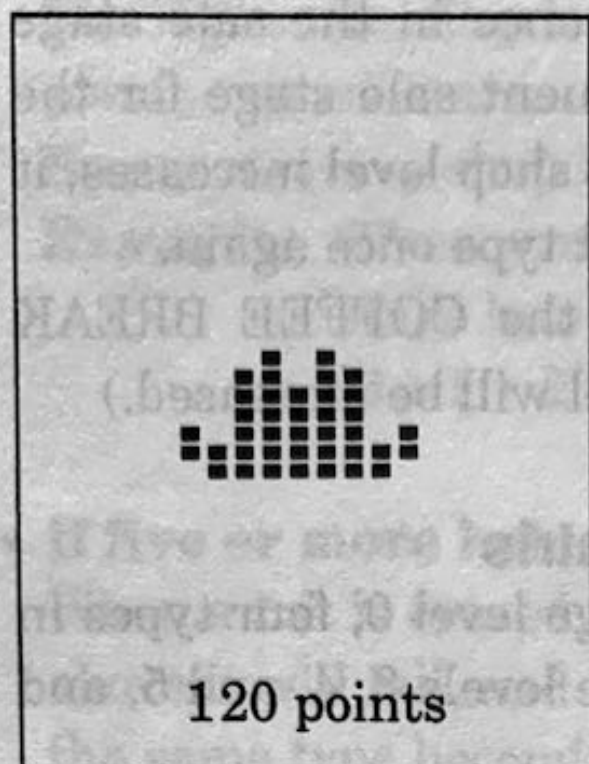


### **② Mountain climbing hat**

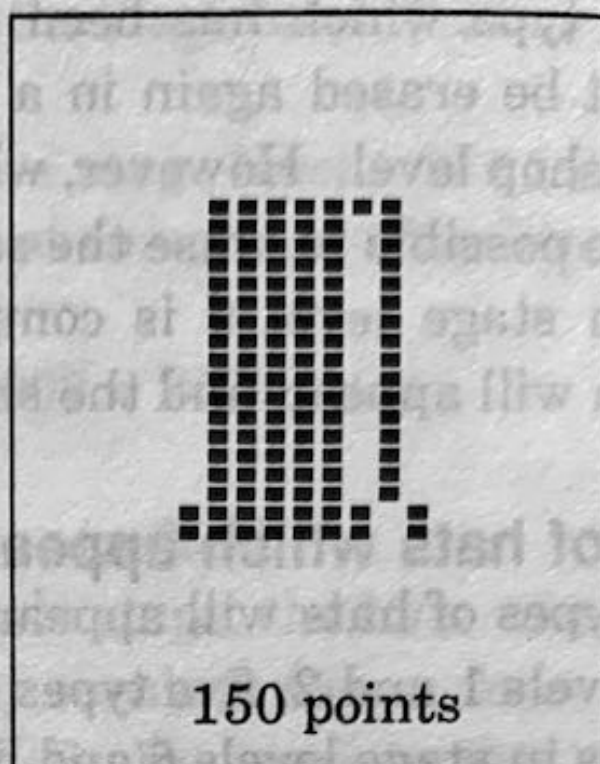




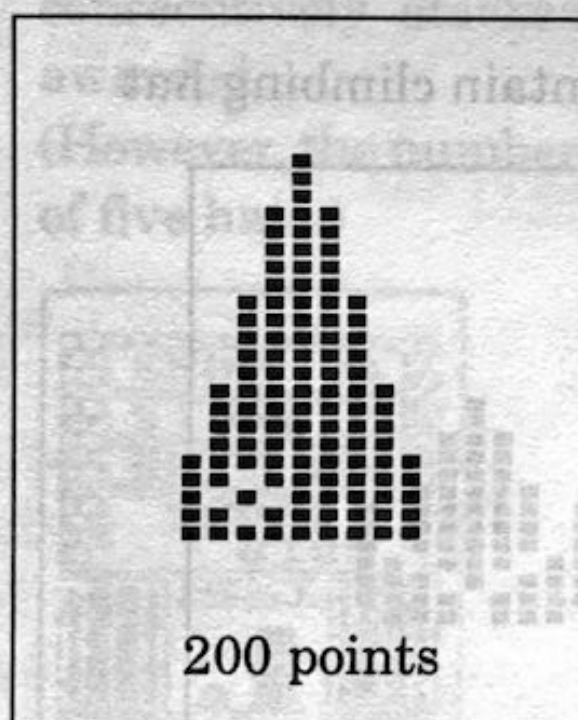
③ Cowboy hat



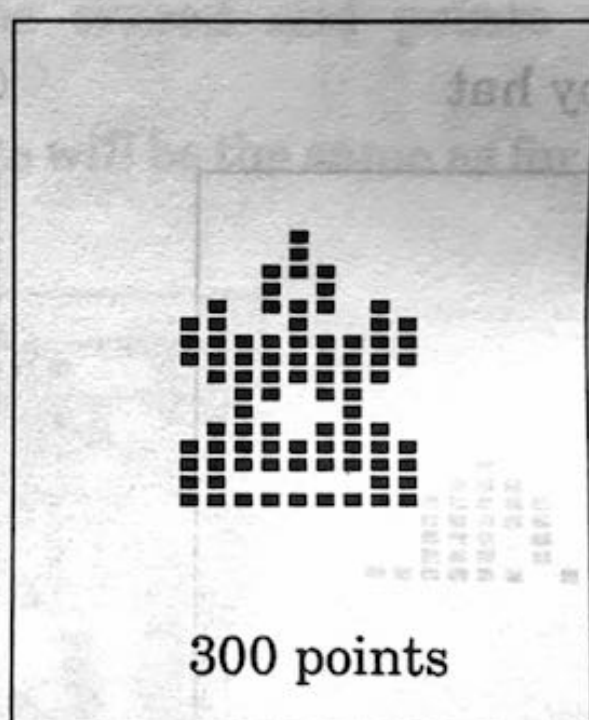
④ Top hat



⑤ Pointed hat



⑥ Crown



\* The number of points indicated are for when five hats have been stacked and erased.



## Game over





The game will end when the hats which have fallen and have not been erased reach the top of the screen. Begin a new game and test your skill again.

RANKING			
	NAME	SHOP	STAGE
SCORE			
1	Y.K	5	
100000		5	
2	T.K	4	
80000		5	
3	H.Y	4	
70000		5	
4	M.C	4	
60000		5	
5	M.C	3	
50000		4	
6	M.C	3	
40000		4	
7	M.C	3	
30000		4	
8	M.C	2	
20000		3	
9	M.C	2	
10000		3	
10		0	
6486		2	

## High-score screen

When the game ends, if your score ranks in the top 10, you can enter your initials in the high score screen.

(Up to three letters can be entered.)

- ① Press the  or  key to move the cursor to the location where the initials are to be entered.
- ② Use the alphabet keys on the Electronic Organizer to input your initials. You can also use the  and  keys to select the desired letters.
- ③ Press the **START** key.
  - The letter preceding the cursor can be erased by pressing the **BS** key.
  - The high score has an initial setting range of 5,000 ~ 100,000 points.



**Note:** Although the high score data is stored on the card, if the card is removed from the Electronic Organizer, the data will be erased.



## Playing technique

If you simply stack the hats which are falling, the game will be over before you know it. But if you stack them skillfully, you can earn yourself a high score.

The top of the screen is located at the middle of the playing field. If the hats stack up too high beneath this area, you will no longer be able to move them easily, and they will soon reach the top of the screen. By stacking up the hats at either the left side or the right side of the playing field, you will be able to continue moving the falling hats the way you want.

Pay attention to the hats which will fall next and plan how you will stack them.

## Note:

The data from this card cannot be transmitted to the Electronic Organizer.

# SPECIFICATIONS

**Product name:**

Organizer Hatris

**Functions:**

Shop: Selection possible in 6 levels.

Stage: Selection possible in 10 levels.

Sale stage:

One type of the obstructing hats can be erased, or bonus points are added.

High-score memory:

Initials can be entered when a score ranks in the top 10.

Pause function:

Game can be temporarily stopped and resumed.

**Operating temperature:** 0°C – 40°C (32°F – 104°F)

**Dimensions:**

54(W) × 85.5(D) × 2(H) mm  
(2-1/8"(W) × 3-3/8"(D) × 3/32"(H))

**Weight:**

16 g (0.04 lb.)

**Accessory:**

Operation manual